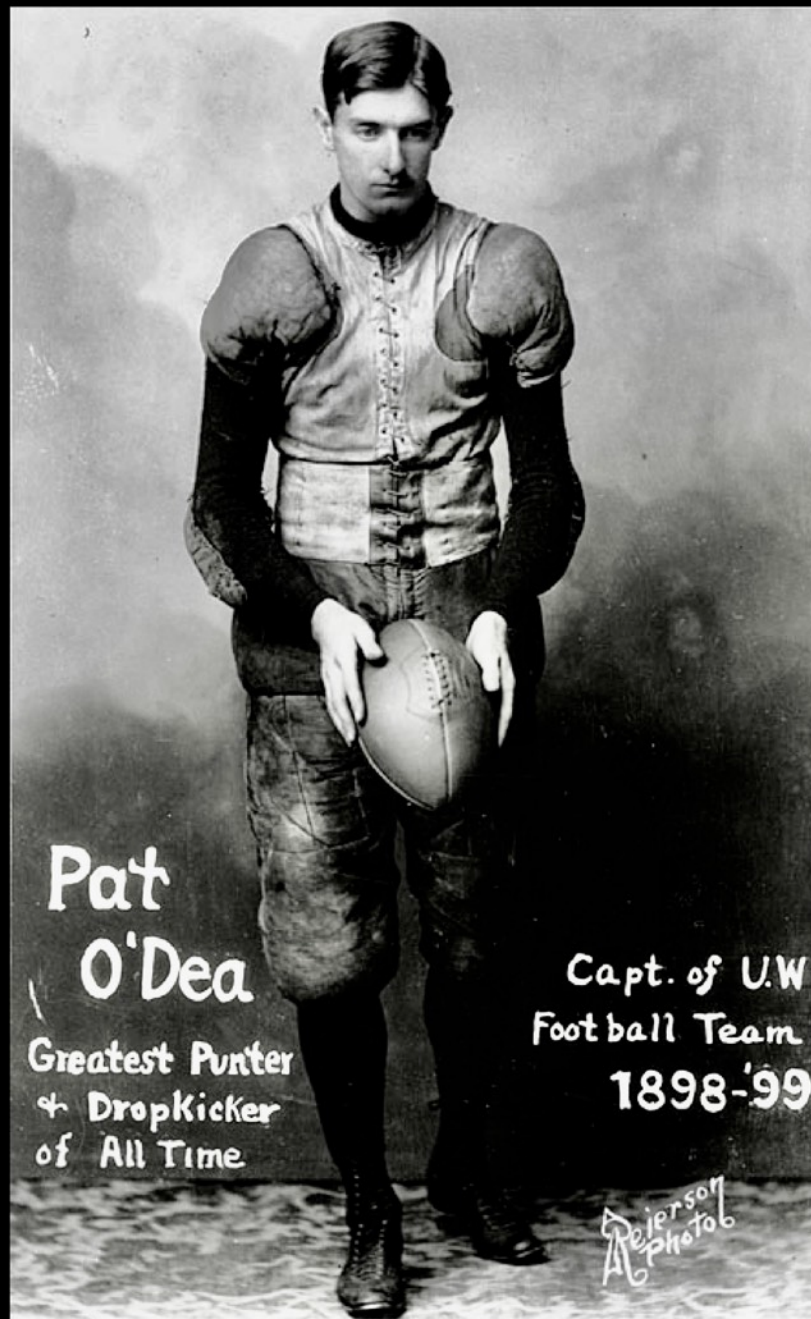


5 POINT DROPKICK



Pat
O'Dea

Greatest Punter
& DropKicker
of All Time

Capt. of U.W.
Football Team
1898-'99

Rejerson
photo

SUM BUNNY

5

POINT DROPKICK

**A RED ZONE
REVOLUTION**

By Sum Bunny

2025



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5 POINT DROPKICK

A RED ZONE REVOLUTION

Why Football's Most Chaotic Art Deserves More Love

I. THE RED ZONE DEADLOCK

Picture this: It's the NFC Championship. Your team is trailing 24–20. There are :04 seconds left on the clock, and you have the ball on the 15-yard line.

In the current NFL, this play is boring. The defense knows you need a touchdown, so they drop eight men into coverage to guard the endzone line. The Quarterback throws a hopeless pass into a forest of arms. Incompletion. Game over.

But what if you had a "Buzzer Beater" option?

What if you could snap the ball to a specialist—a "Swiss Army Knife" athlete with a new skill set—who could sprint right, evade a rusher, and dropkick the ball through the uprights for **5 points** and the win?

Suddenly, the defense panics. They have to rush the kicker. The field opens up. Chaos ensues.

This weapon actually exists. It's sitting in the rulebook right now, gathering dust like a forgotten relic. To understand how to save the future of the Red Zone, we have to look at the ghost of the past.

II. THE GHOST OF THE DROPKICK (A History of the Weird)

To understand why the dropkick is the "Lost Ark" of football, you have to understand what it actually is.

Most fans confuse it with a punt. It is not a punt. In a punt, you kick the ball *before* it hits the ground. In a dropkick, the ball must fall from the hand, strike the turf, and be kicked *immediately* as it rebounds.

The History: In the leather-helmet days, the dropkick was king because the ball was rounder and more dropkick-friendly. It didn't fully evolve into today's pointy "Duke" shape until the 1930s and 40s, when the league redesigned the ball around passing—first slimming it in 1934, then standardizing it in the 1940s. The aerodynamics improved, but the bounce became a nightmare. The dropkick vanished, replaced by the safer, engineered precision of the hold-and-kick.

The Last Flash: The move was considered extinct until **January 1, 2006**. In a game between the Patriots and the Dolphins, Bill Belichick—the gridiron's resident necromancer—sent 43-year-old quarterback Doug Flutie out for an extra point. Flutie caught the snap, let the ball hit the grass, and booted it through the uprights.

It was the first dropkick point scored in the NFL since 1941. **On January 1, 2026, we mark exactly twenty years since that moment.**

Twenty years of silence. Twenty years of the dropkick remaining a fossilized dinosaur bone buried under pages of safety regulations. It is time to dig it up.

III. THE TUBE EXPLANATION (Sports Edition)

In the Ark Hive cosmology, **TUBE** (The Universal Basic Equation) says every action lives somewhere on a continuum between:

- **Return (R):** Safe, stable, repeatable, structural.
- **Creation (D):** Risky, adaptive, improvisational, generative.

A regular placekick is pure **R-operator** energy. It relies on a clean snap, a perfect hold, and a trajectory rehearsed a thousand times in a vacuum. It is an algorithm.

The dropkick? That thing is **R → D chaos incarnate**.

You are catching a ball in freefall at the exact rebound moment when structure collapses into creativity. If placekicking is carpentry, dropkicking is street magic.

In TUBE, actions that sit on the **Threshold**—the unstable zone where you leave the safety of Return and hop onto the tightrope of Creation—are higher-value moves. They require more skill, more adaptability, and more guts.

High-value actions should be worth more points. Period.

IV. GAME THEORY: INCENTIVES SHAPE THE GAME

Football evolves through incentives, not tradition. You make PATs boring? Teams go for two. You tweak kickoff rules? Special teams transform overnight.

Now imagine the **strategic explosion** if dropkicked field goals were worth 5 points:

- **The Down-by-Four Dilemma:** As noted in the intro, this creates a new win condition. Defenses can no longer sit back in "Prevent" coverage; they must respect the kick, creating better lanes for passing and running.
- **A New Skill Set:** Teams would begin scouting a new breed of player—Rugby fly-halves or mobile QBs (think Taysom Hill) who can run, throw, *and* kick on the move. The "Punter-QB" becomes a legitimate offensive weapon.
- **Intentional Chaos:** Quarterbacks who mishandle snaps could *intentionally* turn chaos into a dropkick opportunity—tap the ball down, catch the single bounce, and take a 5-

point shot instead of falling on it like a sad turtle. Suddenly the broken play becomes potential, not disaster.

Game theory says: *If a rare, difficult action increases reward potential, teams innovate to exploit it.* That is literally how sports evolve.

V. PHYSICS CHECK: THE DIFFICULTY TAX

Here's the sports-physics version. A football dropkick requires managing:

- Unpredictable rebound vectors (the "pointy ball" problem)
- Ground-ball energy transfer
- Spin decay
- Micro-second timing
- Foot-to-ball contact stability

Placekicks eliminate *every one* of those variables. It's the difference between bowling with the lane bumpers up vs. juggling flaming chainsaws blindfolded.

Why do we reward them the same? If gymnastics, skating, diving, and MMA understand that **difficulty amplifies value**, football can too.

VI. DOES THE BALL HAVE TO HIT THE GROUND?

Yes. Under current rulebook language, a dropkick requires the ball to contact the ground first. But your question is the fun one: *"Isn't punt-style contact basically a dropkick without the bounce? What if we expanded the rule?"*

Oh... that opens a whole new universe.

Imagine shotgun formations where a QB flicks the ball downward to generate a legal rebound. Imagine Punter-QBs in wildcat packages. Imagine linemen blocking for a sudden airborne 5-pointer.

The creativity you unlock is wild. You weaponize chaos. Football becomes less scripted and more emergent, which is exactly what TUBE says all evolving systems want—moments where structure loosens just enough for something new to be born.

VII. THE FIVE-POINT PROPOSAL

Let's put it cleanly: **A dropkicked field goal = 5 points.**

Why?

- **Higher difficulty** (Physics)
- **Higher creativity** (TUBE)
- **Higher risk** (Game Theory)
- **Higher entertainment value** (Aesthetics)
- **Higher strategic impact** (Evolution)

Three points for a tamed mechanic. Five points for a wild one.

If the NFL keeps the dropkick in the rulebook, it should treat it like the rare, volatile, brilliant move that it is—not the forgotten cousin of the placekick.

Let punters dream. Let quarterbacks improvise. Let chaos have a seat at the table. And let the dropkick finally get the five points it deserves.

INTERNET ARCHIVE (IA) METADATA KIT

Page Title: 5 Point Dropkick: A Red Zone Revolution

Creator: Sum Bunny; Ark Hive Press

Date: 2025

Topics (Tags): Football, NFL, Game Theory, TUBE, Dropkick, Sports Physics, Doug Flutie, Sports Theory, Systems Theory, Complexity, Ark Hive Press, TUBE Theory, Creative Sportswriting

Description (Abstract):

"If placekicking is carpentry, dropkicking is street magic."

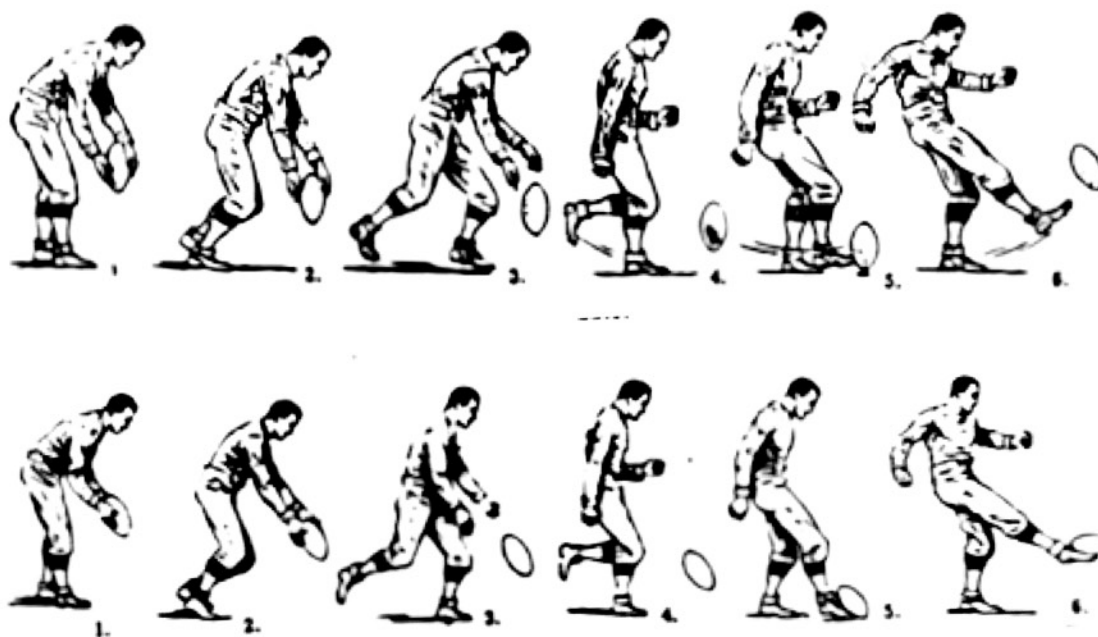
5 Point Dropkick: A Red Zone Revolution applies the systems theory of the Ark Hive to the NFL rulebook. It argues that the dropkick—a rare, chaotic, and high-difficulty maneuver—is currently undervalued at 3 points.

Published to mark the **20th Anniversary of Doug Flutie's historic dropkick (Jan 1, 2006)**, this essay analyzes the physics of the "prolate spheroid" bounce, the game theory of incentives, and the TUBE distinction between "Return" (Stability) and "Creation" (Risk). It proposes a 5-point reward for dropkicked field goals to incentivize creativity and weaponize chaos in the Red Zone.

(This thing was written through a collaboration between a human author and AI systems acting as analytical tools. The machines provided structure; the human provided judgment. Nothing appears here that the author did not personally create, refine, choose, and claim.)

Hi Josiane. GO! FIGHT! WIN! Sum Bunny Loves You!

Part of the Sum Bunny Canon (Ark Hive Press, 2025).



FREE FLASH